NUON™

DVD Interactive

MERLIN RACING

EVERYONE

E

CONTENT RATED BY ESRB

DVD™

HEALTH WARNING:

A small number of people may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to television images or video games may provoke a seizure even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using your NUON-enhanced DVD player.

PROJECTION TELEVISION WARNING:

Still images and pictures may possibly cause permanent picture tube damage or mark the phosphor of the CRT. Please avoid extended and repeated use of video games on large screen projection televisions if there are any concerns.

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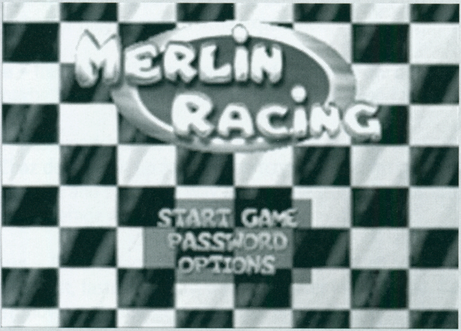
INTRODUCTION

It had been years since Prava the evil witch had dared to show her face around Camelot, which was just fine with Merlin. The longer she stayed away, the easier it was to forget, and forgetting was nice. However, Merlin knew that he could not simply forget and expect the problem to vanish. Sure he could make all manner of objects appear and disappear at will, but this was different. It had been written in the stars many years before Merlin was even born, and if he was reading the signs correctly, it was just a matter of time… Nevertheless, it was a happy time, and Merlin did not want to spoil it by dwelling on a centuries-old prophecy that could very well bring an end to not only Camelot, but to the world!

1. Press the power button on your NUON enabled DVD player.
2. Open the DVD drawer and place the Merlin Racing DVD into the player. Now close the drawer and the game will load automatically.



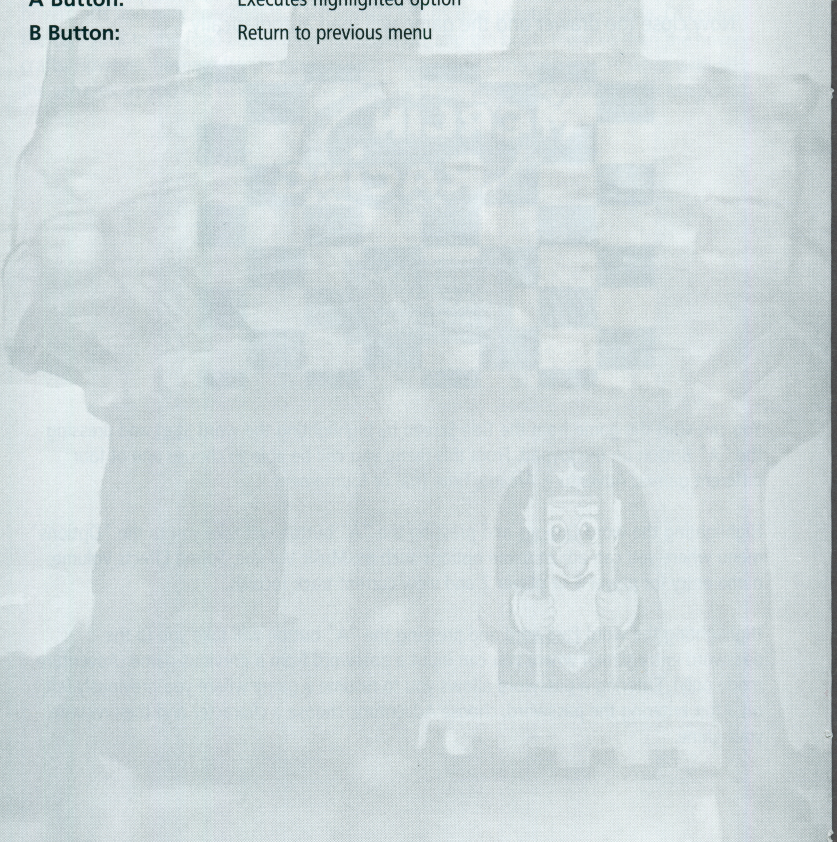
You can start the game from the Title Screen by highlighting the word Start and pressing the "A" Button on the joypad. From this menu you will be able to choose one of four different games: Adventure, Arcade, Time Trial or Tournament.

Highlighting the word Options and pressing the "A" button will take you to the "Options" menu where you can adjust game options such as: Music Volume, Sound Effects Volume, name entry for player 1 or player 2 and view current track records.

Highlighting the word Password and pressing the "A" button will take you to the password entry screen where you can input a password from a previous game (Adventure mode only). Entering a password allows you to resume a game where you previously left off. After entering the password, choose Adventure, choose a character and then resume your game.

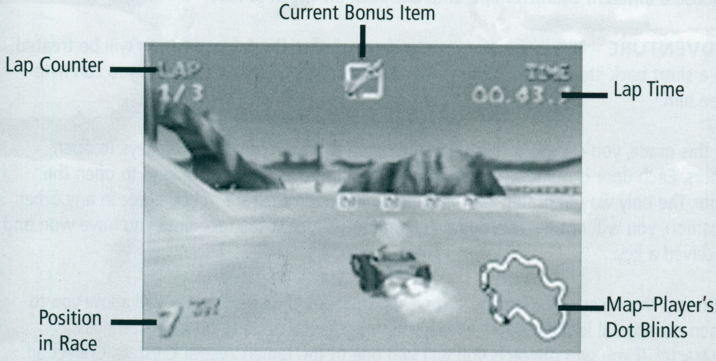
NAVIGATING THROUGH THE MENUS

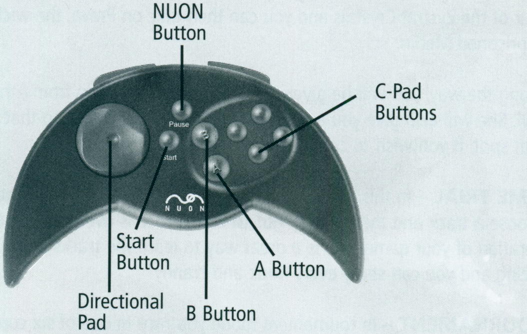
D-Pad/Joystick:	Moves highlight up/down
A Button:	Executes highlighted option
B Button:	Return to previous menu



PLAYING THE GAME

D-Pad/Joystick:	Steer vehicle
A Button:	Accelerate vehicle
B Button:	Brakes/Reverse (While the car is moving forward, pressing the "B" Button uses the Brakes). Once the vehicle has stopped moving, pressing the "B" Button will reverse the vehicle.
Right Shoulder Button:	Activate Special Bonus Item
Start Button:	Pause and un-pause the game


Current Bonus Item
Lap Counter
LAP
1/3
TIME
00.63.1
Lap Time
Position in Race
7
Map–Player's Dot Blinks


NUON Button
Pause
Start
NUON
C-Pad Buttons
Start Button
A Button
Directional Pad
B Button

NOTE: If you do not have a wired NUON gamepad to use, you may also use the infrared controller. The infrared controller is not recommended for use as a primary controller. Please see appendix A for controls.

GAME MODES

Merlin Racing has four different game modes from which to choose. They are as follows:

ARCADE – This mode is for one or two players. To activate this mode, press Start on the main screen and then choose Arcade on the following screen. From here, you will be able to choose a character with which to race. If a second player wishes to play they can press the Start button on the controller to join in the race (a second controller or the infrared remote is required).

Once a character has been chosen, you can choose any of the available tracks on which to race. Once the race is over, you will be taken back to the Start menu where you can then choose a different character and different track on which to race.

ADVENTURE – This is the story mode. If you choose the Adventure you will be treated to a short back-story of how Merlin the Magician was captured and how you can help free him.

In this mode, you choose a character and begin to race in order to win keys to open doors. Each door is numbered and requires the displayed amount of keys to open the door. The only way to obtain keys is to come in first in the race. If you place in any other position, you will not be awarded a key, and must repeat the race until you have won and received a key.

Winning five races will earn you a special purple colored key. This key will allow you to open the special looking doors where you will then go head-to-head with a boss character. If you win the race, you will win one of the famed Zystral Crystals. Collect all four of the Zystral Crystals and you can then take on Prava, the wicked witch who has imprisoned Merlin.

Along the way, you will be given encouragement and help from Athena, Merlin's magic owl. She will also give you a password after you win a race so that you can continue from that spot, if you wish to come back to that spot in your game.

TIME TRIAL – In this mode you simply race against the clock. Choose a character, choose a track and then off you go! Once the race is over, your time will be stored for the duration of your game. This is a great way to learn the tracks as you are the only one racing and you can study every nook and cranny!

TOURNAMENT – In tournament mode you race in one of six cups. Each cup consists of four different tracks. As you race, you will earn points depending on what position you finish the race. The better you do, the more points you will earn. At the end of the four races, the points will be tallied and the winner will receive the cup. Tournament mode is for one or two players.

NOTE: When a two player game is selected, the game is played in a split screen. The users can choose either horizontal split screen or vertical split screen, depending on their preferences. The users will also have the choice of racing head-to-head alone, or with a few other computer controlled characters for a little more challenge.

SPECIAL BONUS ITEMS

During each race you will see a series of question marks floating slightly above the track. Driving into one of the question marks will give you a special bonus you can use to enhance your position in the race. There are eight of these bonuses. They are as follows:

Rocket: Take aim and launch this at another character. It will temporarily stun him and hopefully allow you to pass him up.

Plasma Rocket: Very much like the regular rocket, except the plasma rocket separates into three distinct rockets. This one is great for shooting into a crowd of racers as you have a very good chance of at least hitting one of them, maybe even three!

Guided Missile: The guided missile is a fire and forget bonus item. It couldn't be simpler, just fire the missile and the character in front of you will be hit and stunned. Of course, other characters can and will use these against you as well. When they do, you will know you have been targeted because a small red target will appear on your back. There are only two ways to avoid being shot by a guided missile. One is to immediately cut in front of another character and hope that the missile hits them instead of you. The second is explained below under the force field description.

Mine: When you drop a mine, it comes out of the back of your vehicle. If another character runs into it they will be stunned. Try dropping mines in places where they will most likely to be hit. Remember this though; you can run into your own mine on your next lap around, so look out!

Grenade: Almost identical to the mine is the grenade. The only difference here is that grenades will auto destruct after a certain amount of time if they have not been hit by anyone. This means that you could just be driving next to a grenade and it may explode. Be very careful!

Force Field: This is a great bonus! Not only will it protect you from rockets, plasma shots, guided missiles, mines and grenades, but also if you touch another character with it, they will spin out! One nice trick you can use the force field for is to protect yourself from the guided missile attack. If you have an un-activated force field and see the telltale red target on your back, activate the force field and voila, you are safe!

Turbo Boost: This bonus item allows a character to boost his speed for a short period of time. It only lasts a few precious seconds, but if used properly, can change a second place finish to win!

Time Freeze: This is the most rare and perhaps the most powerful bonus item. Activating this bonus will cause all of the other characters to spin in place for a few precious seconds, allowing you to catch up and hopefully pass a few.

CHARACTERS

There are 10 characters to choose from in the game (as well as a few secret characters). Each character has his or her unique style of driving as listed below:

Ahab – This bear is slow to reach top speed, but once there he is very fast! He does not handle well, but he can push most other characters out of his way. Ahab is a good choice for players with a little experience.

Argyle – This anteater's acceleration and top speed are great, but his handling is quite poor (maybe that big nose of his gets in the way). Good for more experienced players.

Chaz – This woodchuck is a quick accelerator, but his top speed is much lower than most. Chaz does make up for this shortcoming with his great handling and the ability to push and shove his way around the track. Chaz is an excellent choice for those with average driving abilities.

Cadmus – For a dragon, he is a very stable character with average abilities. He is not the biggest, fastest or most agile character in the game. But he is also not the smallest, slowest or clumsiest character either. Overall, Cadmus is a great character for beginners.

Chloe – This lioness is one of the better-rounded characters in the game. Fair acceleration, fair handling and fair top speed make her a great character for beginners.

Flossie – This pretty little sheep is quite the driver! While she may not have great top speed, she more than makes up for that with her quick acceleration and nice handling abilities. Flossie is a good choice for those players who have spent a little time getting to know the game.

Hogan – This dinosaur gets up and goes quickly! Too bad his handling skills are not the best. He is a good character for those with great driving abilities.

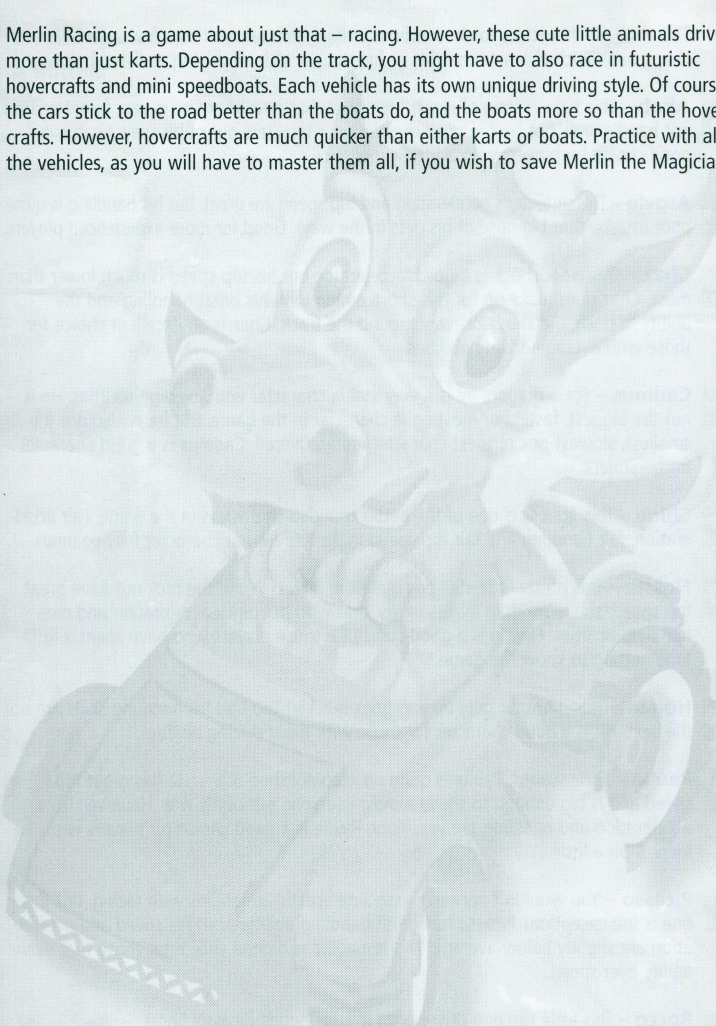
Paulie – For a walrus, Paulie is quite an accomplished driver. He has great top speed and is big enough to shove almost everyone out of his way. However, his acceleration and handling are very poor. Paulie is a good choice for players with more than a little skill.

Picasso – You wouldn't normally associate artistic armadillos with racing, but this one is the exception! Picasso has great handling abilities, but his speed and acceleration are slightly below average. This armadillo is a good choice for those that value agility over speed.

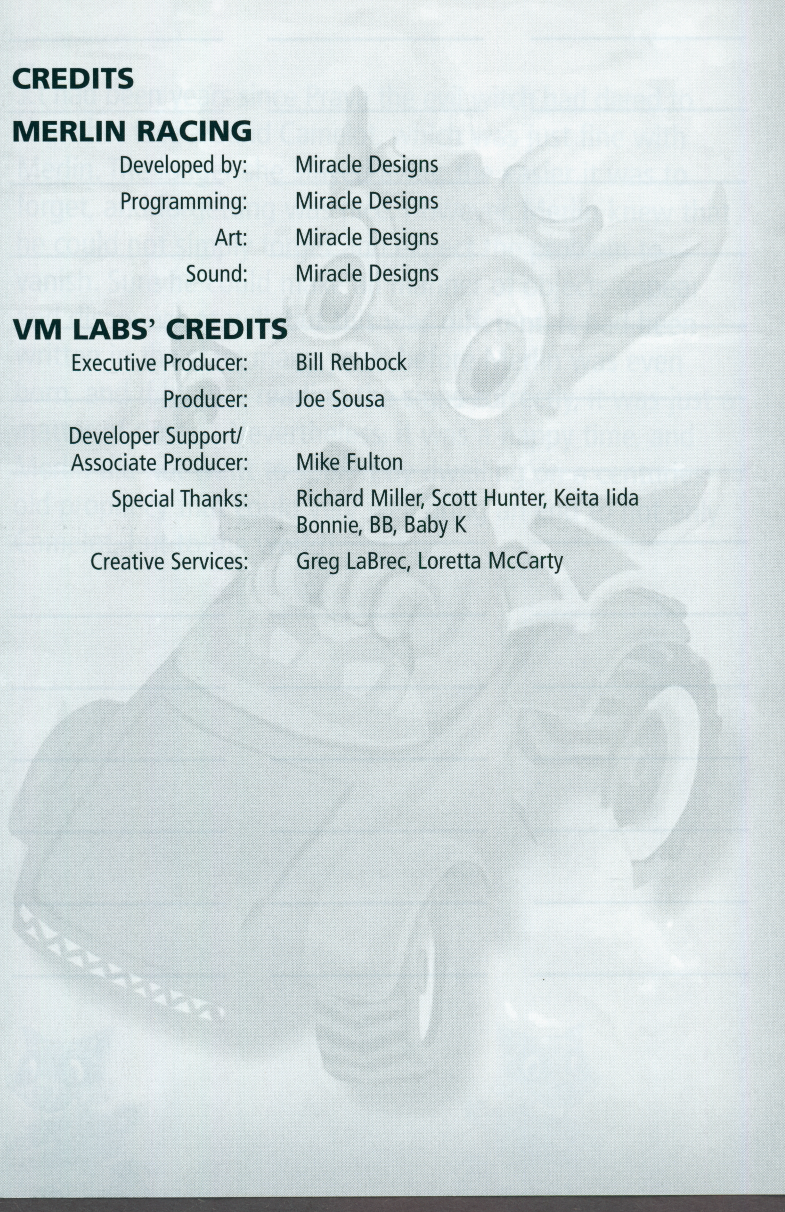
Rocco – This little raccoon drives a lot like his buddy Picasso. Short on speed, but his handling abilities are top notch! Choose Rocco if you like to overtake your opponents in the turns.

VEHICLES

Merlin Racing is a game about just that – racing. However, these cute little animals drive more than just karts. Depending on the track, you might have to also race in futuristic hovercrafts and mini speedboats. Each vehicle has its own unique driving style. Of course the cars stick to the road better than the boats do, and the boats more so than the hovercrafts. However, hovercrafts are much quicker than either karts or boats. Practice with all the vehicles, as you will have to master them all, if you wish to save Merlin the Magician!



PASSWORDS



CREDITS

MERLIN RACING

Developed by:	Miracle Designs
Programming:	Miracle Designs
Art:	Miracle Designs
Sound:	Miracle Designs

VM LABS' CREDITS

Executive Producer:	Bill Rehbock
Producer:	Joe Sousa
Developer Support/ Associate Producer:	Mike Fulton
Special Thanks:	Richard Miller, Scott Hunter, Keita Iida Bonnie, BB, Baby K
Creative Services:	Greg LaBrec, Loretta McCarty

APPENDIX A: INFRARED CONTROLS

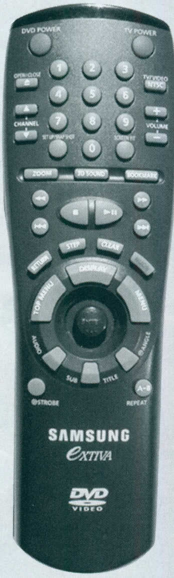
Samsung Controls:

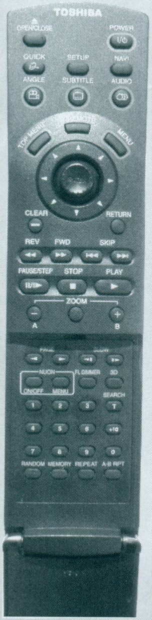
During Gameplay

- Joystick Forward = A button: Accelerate vehicle
- Joystick Left/Right = D-Pad: Steer vehicle left/right
- Joystick Back = B Button: Brakes or Reverse (reverse begins once vehicle has come to a complete stop)
- Play/Pause = Start button: Pauses and un-pauses the game

Navigation Through Menus

- Joystick = D-pad: Moves highlight up and down
- Enter = A button: Executes selected option/command
- Return = B button: Backs up to previous menu


DVD POWER
TV POWER
ZOOM
RETURN
DISPLAY
TOP MENU
MENU
AUDIO
ANGLE
SUB
TITLE
STROBE
REPEAT
SAMSUNG
eXTIVA
DVD
VIDEO

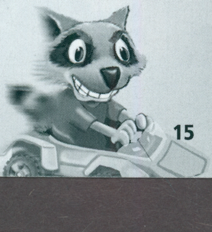

TOSHIBA
OPEN/CLOSE
POWER
QUICK
SETUP
NAVI
ANGLE
SUBTITLE
AUDIO
TOP MENU
MENU
CLEAR
RETURN
REV
FWD
SKIP
PAUSE/STEP
STOP
PLAY
ZOOM
A
B
SEARCH
RANDOM
MEMORY
REPEAT
A-B RPT

Toshiba Controls

During Gameplay

- Joystick Forward = A button: Accelerate vehicle
- Joystick Left/Right = D-Pad: Steer vehicle left/right
- Joystick Back = B Button: Brakes or Reverse (reverse begins once vehicle has come to a complete stop)
- Play/Pause = Start button: Pauses and un-pauses the game

Navigation Through Menus

- Joystick = D-pad: Moves highlight up and down
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